CHECK OUT THE EVER-GROWING

# LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

## KINDERGARTEN

**Welcome to Carnival Marvel! Step right up to play 6 learning games that teach over 45 essential reading and math skills for kindergarten.**

## 1ST GRADE

**Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 learning games that teach over 70 essential reading and math skills for 1st grade.**

Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

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## DORA THE EXPLORER™

**¡Hola! Help Dora and Boots rescue animals and learn 45 pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!**

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**Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.**

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CREATED BY STEPHEN HILLENBURG

# LEAPSTER™

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

## RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

## CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.

EDUCATIONAL
BOOK
CARTRIDGE

## PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO

Disney · PIXAR

# FINDING NEMO

**Enter tropical waters to experience love, laughter, fear and friendship in Disney/Pixar's *Finding Nemo!* This Leapster™ Electronic Book teaches science, phonics, reading and math.**

1 **Getting Started:**
Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 **Sign In**

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 **Activity Selection Screen**

There are many ways to play. Children can read the story from beginning to end without interruption; read a chapter, followed by a game; choose a learning game from the menu; or pick a specific page to read. To turn off the background music, touch the speaker icon in the lower left corner of the screen.

*All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.*

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## MATH BASEBALL

**It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!**

## MR. PENCIL'S LEARN TO DRAW AND WRITE

**Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.**

## LETTER FACTORY™ VIDEO

**Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Letter Factory, where new letters learn their sounds!**

## TALKING WORDS™ FACTORY VIDEO

**Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Talking Words Factory, where letters combine to make words.**

Images are representative of gameplay and do not reflect actual screenshot pixelation.

## COMING FALL 2004!

## Learning at All Levels

The games in Disney/Pixar's *Finding Nemo* advance through two levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. In *School Crossing*, for example, the levels go from 1) counting objects to make sets from 1 to 10; to 2) completing number sentences with sets to build addition equations to 10.

## How the Hint Button Works

The goal of the Hint button is to demonstrate or model correct strategies for applying a skill. In *Jellyfish Jump*, for example, if a player presses the Hint button, a hint will show the player attributes that he or she is being asked to identify. For example, *this jellyfish is big, and this one is small. This jellyfish is red, while this one is blue.* The player may then try again with a greater opportunity for success the next time around.

# Story: Disney/Pixar's Finding Nemo

## HOW TO PLAY

Deep in the ocean, a young clown fish named Nemo has been captured and taken far away from his home. It is up to his overprotective father, Marlin, and Dory, a friendly but forgetful regal blue tang fish to find Nemo. Live the film's storyline as you swim along on this epic tale of a father's quest to rescue his only son!

**Players choose from four story options:**

- Press "Read and Play" to make the story interactive. Players use the forward and back arrows at the bottom of the pages to control the pace of the story. They can also click on story pictures, and access games and activities.
- Press "Read with Me" to hear the narrator and the characters read the whole story without pausing to play the games and activities. Note: The player can interrupt this mode at any time to enter Read and Play.
- Press "Pick a Page" to see reduced-size images of story pages. Players scroll though these pages until they find the page they want, and then touch it to go directly to that story page. Once the player has navigated to the page he or she wants, the page will function as it does in the Read and Play mode.
- Press "Games" to go directly to a game.

**Players can access these story features from the Read and Play and Pick a Page modes:**

- Press to hear the page text re-read.
- Press to play a game and choose its level of difficulty.

Encourage your child to experiment by touching different parts of the screens. Silly surprises (such as animation, sound effects and additional dialogue) are hidden within the screens!

## WHAT'S BEING TAUGHT?

**Letter/Sound Associations:** An understanding of the relationship between letters and their sounds.

**Phrasing:** An understanding that reading fluently means reading in meaningful chunks, or phrases, rather than reading one word at a time.

**Comprehension (Problem/Solution):** An understanding that a story has a plot in which the main character has a problem that must be solved. Ask your child:

- Who are the characters in this story? Which one is the main character?
- Where does the story take place?
- What is the main character's problem?
- Who helps the main character solve his problem?
- What does Gill do to help Nemo?
- What does Dory do to help Marlin?
- What do you think Nemo learned from this adventure? What did Marlin learn?

**NOTE:** Either Nemo or Marlin can correctly be considered the main character in this story. Accept all reasonable responses when discussing with your child.

## WHY IS THAT IMPORTANT?

Once children understand that words are made up of several sounds, they can begin to sound out words to read and spell them. By following a word-for-word reading, youngsters continue to make the association of printed letters to their sounds.

Finally, by putting words in the context of a story that entertains while it teaches, young learners come to understand that reading can be a great source of pleasure—a great incentive for learning how to decode words.

# Activity: School Crossing

## HOW TO PLAY

It's the first day of school and all the little fish want to arrive safely. Still, it's a dangerous part of the ocean, so the Crossing Guard can only allow a certain number of fish to cross at one time. Players help the guard by counting or adding to find the right number of fish for a safe ocean crossing. Note: In all games, correct responses earn players sand dollars.

## WHAT'S BEING TAUGHT?

**Counting:** An ability to associate a numeral with the number of objects it represents; an ability to count out a specific number of objects to make a set.

**Simple Addition:** An understanding that adding means "putting together;" an ability to add sets of objects to determine how many in all.

## WHY IS THAT IMPORTANT?

Many processes are involved in getting ready to do basic math operations. Before we can learn to add and subtract, for example, we must learn number names and number order. We must learn that numbers are symbols that stand for amounts: 5 may mean the number of bananas in a bunch, fingers on one hand, or pennies in a nickel. We must learn to count sets, or groups of objects, and tell how many there are—before we can add 1 or more objects to a set, or take 1 or more objects away. To understand these concepts, youngsters need lots of varied experiences. Only then can they begin to build a foundation for mathematical thinking.

# Activity:
# Deep Ocean Mystery

## HOW TO PLAY

Marlin and Dory hope the scuba diver's mask will lead them to Nemo, but the mask falls into the deep, dark ocean. Your child can learn more about all of the creatures of the deep as he or she follows the mask on its descent. The object of the game is for players to touch different places on the screen and identify as many sea creatures as they can. Sonar sounds and letter sounds grow louder as players get closer to the undersea creatures. Players must use their senses to guide them toward each creature and determine what it is. But watch out! There are hidden surprises that might throw underworld wanderers off course!

## WHAT'S BEING TAUGHT?

**Life Science/Ocean Life:** An ability to identify familiar plants and animals that live in our oceans; to differentiate between living and non-living things; to know the diversity of ocean life.

**Visual Discrimination:** An ability to note the similarities and differences between objects; an ability to differentiate between parts and the whole.

**Sensory Observation:** An ability to use the senses for observation, for example, using degrees of sound and light to indicate distance from an object in space.

## WHY IS THAT IMPORTANT?

Much of the information about our world comes to us through our eyes. Slight visual differences have meaning, like the difference between a curved or straight line, or the difference between a *b* and a *d*. Fine-tuning visual acuity is a key element in learning to read. Similarly, activities that develop your child's sense of hearing prepare him or her to distinguish between the discrete sounds of our language. In time, this sensory channel also becomes essential for gathering information about our world.

# Activity: Jellyfish Jump

## HOW TO PLAY

Can Marlin and Dory find Nemo? Jellyfish friends help point the way. Before Marlin and Dory can get to Sydney harbor, players must help Dory find her way through the jellyfish forest. The object of the game is to listen to the clues and touch the jellyfish that matches the narrator's description. But watch out! If players touch the wrong jellyfish, Dory will get stung.

## WHAT'S BEING TAUGHT?

*At Level 1—*

**Classification:** An ability to identify and group objects by attributes, such as color, size and number.

*At Level 2—*

**Letter and Phoneme Recognition:** An ability to recognize numerals and relate them to their number words; an ability to recognize and name letters.
**Letter/Sound Association:** An ability to match letters to their regular sounds.

*At Levels 1 and 2—*

**Visual Discrimination:** An ability to note the similarities and differences between objects.
**Auditory Memory:** An ability to remember and use two or three descriptive phrases to narrow a visual field.

## WHY IS THAT IMPORTANT?

Classification is a key thinking skill that people use throughout their lives. In the primary grades, young learners are called upon to determine if a vowel sound is long or short, for example, or whether addition or subtraction should be used to solve a word problem. In the intermediate grades, classification comes into play in all the content areas. Remembering information presented orally can help with everything from remembering homework assignments to retaining oral directions for an experiment in science lab.

# Activity: Finding Nemo

**HOW TO PLAY**

In this reading comprehension wrap-up, players are challenged to find Nemo in a screen that's awash with bubbles. Inside each bubble is a character or an object from the story that provides the answer to a question. As the narrator asks each question, players touch the bubble that contains the right answer. If they're right, the bubble bursts. If not, they get to try again. Can players find Nemo behind the bursting bubbles?

**WHAT'S BEING TAUGHT?**

**Comprehension/Recalling Details:** An ability to remember the characters, places and events in a story.

**Comprehension/Context Clues:** An ability to use surrounding words in a sentence as clues to derive the meaning of an unknown word.

**Comprehension/Compare and Contrast:** An ability to understand the ways in which two or more things are alike and how they are different.

**WHY IS THAT IMPORTANT?**

Comprehension, or understanding, is the ultimate goal of the reading experience. The traditional approach to teaching reading skills is to begin with literal comprehension. Once it is clear that children understand a text on its most literal level, more interpretive skills are introduced. For example, young readers may be called upon to make predictions about or draw conclusions from a story. Finally, children learn to critically analyze a text to determine, for example, the author's purpose in writing. Does the author want to entertain, inform, or persuade? Because Disney/Pixar's *Finding Nemo* is geared to beginning readers, all questions are at the literal level. But feel free to discuss the story on a more interpretive or problem-solving level with your child.

# Try This at Home:

**Reinforcing Counting and Simple Addition**

- You can make counting to 10 part of your everyday routine. Have your child repeat after you as you count fingers, toes, stairs, and even blocks and toys as you put them away. Find different household items that you can count. Repeat the procedure outdoors as you collect small items while taking a nature walk.
- Have your child perform 1 to 10 jumps, hops, skips, giant steps, baby steps, claps, turns, wiggles, and so on, as you use your fingers to count out each action as it is performed.
- Give your child 10 buttons and ask him or her to count them and write the number. Say, "There are 10 buttons in all." Then, have your child group the buttons in as many different combinations as possible to make 10. Help your child write number sentences for each combination, for example: 5 buttons + 5 buttons = 10 buttons, or 3 buttons + 7 buttons = 10 buttons.

**Reinforcing Learning through the Senses**

- When showing colors, shapes, or sizes to your child, say "This is a circle and it is red." In a colorful magazine picture, ask "What can we find that is red?" Reinforce the names of colors, shapes, and the concept of size using everyday opportunities, personal items, and items in nature by asking, "What color is that bird?" or "Whose shoe size is bigger: yours or mine?"
- Use finger paint or watercolor to show how two colors can be mixed together to produce a third color.
- Use measuring cups and spoons to prepare simple recipes together. Call your child's attention to comparative sizes by stacking them together.
- Begin a CD collection for your child. Find some music with solo instruments to help your child become acquainted with the sound of each one. Share simple information about different composers and different kinds of music.

## Reinforcing Classification Skills

- Have your child help you sort, or classify, grocery items. Which items belong in the refrigerator? Which items belong on shelves? Narrow the activity to determine which groceries you can take on a picnic; which groceries you use to clean up the house; which groceries you might use to bake chocolate chip cookies, and so on.
- Gather toys of which your child has a substantial quantity, such as cars, blocks, or small plastic animals. Ask your child to sort the toys into different groups, according to attributes.
- Make letter and number cards from 5" x 7" index cards. Write each letter in capital form and each letter in lowercase form for a stack of 52 cards. Then, write the numbers 1–10 on another set of index cards. Take 10 capital letter cards and shuffle them into a deck with the 10 number cards. Ask your child to sort the deck into two piles: letter cards and number cards. Vary the activity, using 10 capital and 10 lowercase letter cards.

## Reinforcing Reading Comprehension

- As you read new books or bedtime stories to your child, ask your child to recount what's happened in the story so far. You can easily recap the plot at the end of the story by asking: Who was the main character? What problem did the character have? How did the character solve his or her problem? What was the most exciting part of the story?
- To foster more interpretive and analytical thinking, talk with your child about why certain actions or events take place in a story and what motivates characters to behave the way they do.

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Telephone: 0800 169 5435
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Hours: Monday through Friday, 9:00 AM to 5:00 PM.

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